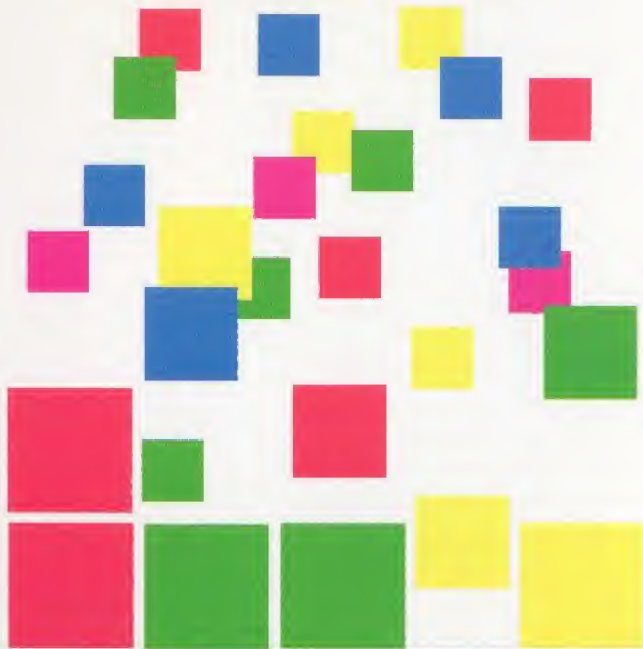


K L A X

A Tic-Tac-Toe Tile Game





TIC TAC KLAX

Stop! The world of KLAX is running faster and faster. Keep moving, think fast. Build a short stack of three tiles it's easy, or can you juggle these tiles long enough to build a diagonal of five? The choice is yours, hope you can make quick decisions!

KLAX is a game easy to understand and difficult to master. The obvious is before you, build groups of three or more tiles vertically, horizontally or diagonally. What about four in a row? How about five. You'll discover tricks which lead to complicated patterns, and mega points. Plan your moves and you'll soon be the KLAX master!

GAME START

Insert your KLAX cartridge in your Atari 5200 SuperSystem as explained in your owners guide, and turn on your system. Plug one 5200 controller into controller port #1.

Press START to begin game.

Place KLAX hand over Wave you wish to start. Press Fire button to select wave and begin play.

Press PAUSE once to pause during a game. Press START to resume play.

Press PAUSE once and RESET once to restart a game during play.

When game is over press Fire button to restart game.

GAME SELECTIONS

KLAX features four levels of difficulty called WAVES. WAVE #1 is the easiest, WAVE #20 the hardest. The following WAVE descriptions will help you select the difficulty of KLAX you want to attack.

Wave 1, 3 drops per game, must complete 3 KLAXs.

Wave 6, 4 drops per game, must earn 5000 points.

Wave 17: 5 drops per game, must complete 18 diagonals

Wave 20: 5 drops per game, must complete 20 KLAXs

USING THE 5200 CONTROLLER

Move your joystick left and right to control the KLAX paddle. Catch the falling tiles. Line up the paddle and press the Fire button to drop the tile. Top tile is dropped first if more than one tile is being held. Move your joystick up to flip the caught tile back up the ramp. Move your joystick down to temporarily speed up the ramp.

KLAX GAME TIPS

The KLAX paddle can hold 5 tiles.

Use the wild tile (flashing red) to complete any KLAX.

Make diagonal KLAXs for higher scores.

Flip up the tile to improve order of falling KLAXs or to prevent tiles from falling.

Bonus points are awarded at Waves 6, 11, and 20.

Each Wave requires unique combinations of KLAXs to complete. Only complete KLAXs required to complete the current Wave.

PROGRAMMERS NOTES


KLAX is the creative product of John Swiderski. The last few years have brought retro-games into the forefront of John's software programming. A definite passion, he enjoys keeping the old games alive as well as programming new ones, experimenting the whole time, especially with voice and sounds. John's first attempt was *Haunted House II 3-D(tm)* for the Atari 5200. He felt the Atari 5200 was Atari's step-child system and therefore never tapped to it's full performance. *H.H. II 3-D(tm)* was an instant success, and really rewired up John to make better, more improved games. *Combat II Advanced(tm)* came along next with much more graphics, added color, helicopters, subs, and it is a 4-player game. This game too was an instant success.

Currently, John is working on several projects for First Star Software(TM). Also, John is one of the first developers of software for the Fossil Palm Watch, and has programmed a Pocket PC game engine for the very popular, *Myst(tm)*. Recently John has finished *Tetris(tm)* for the Fossil Watch and also has some of his own new games in work like: *Irata's Quest(tm)* and *Sub Patrol(tm)*.

PUBLISHERS NOTES

KLAX is the fifth game published by Atari2600.com

SCORING

KLAX	POINTS	KLAX	POINTS
	= 50		= 4,000
	= 100		= 5,000
	= 1,000		= 10,000
	= 2,000		= 20,000



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